

Volume 56, Issue 4

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Isaiah: Joseph Smith
Nicholas: A Giraffe on Noah's Ark
Ida: Athena
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Front Cover: Leo Zhang and Jay Poggi

Back Cover: Ida Kao (concept),
Leo Zhang and Jay Poggi (labor)

Submissions are due always, constantly, so submit forever. You can submit in any format (no PDFs please) by CD, Flash Drive, singing telegram, carrier pigeon, paper airplane, Fed-Ex, Pony Express, or email. Get your submissions to omen@hampshire.edu, the Omen Office, Leo's mailbox (1593), or Jay's mailbox (0370).

Policy

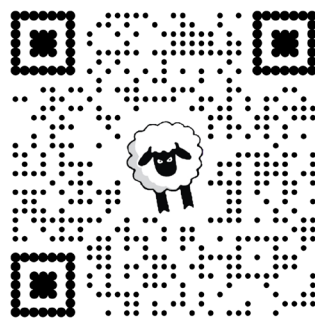
The Omen is an every-other-week-ly publication that is the world's only example of the consistent application of a straightforward policy: we publish all signed submissions from members of the Hampshire community that are not libelous. Send us your impassioned yet poorly-thought-out rants, self-insertion fan fiction, MS Paint comics, and whiny emo poetry: we'll publish it all, and we're happy to do it. The Omen is about giving you a voice, no matter how little you deserve it. Since its founding in December of 1992 by Stephanie Cole, the Omen has hardly ever missed an issue, making it Hampshire's longest-running publication.

Your Omen submission (you're submitting right now, right?) might not be edited, and we can't promise any spellchecking either, so any horrendous mistakes are your fault, not ours. We do promise not to insert comical spelling mistakes in submissions to make you look foolish.

Your submission must include the name you use around campus: an open forum comes with a responsibility to take ownership of your views. (Note: Views expressed in the Omen do not necessarily reflect the views of the Omen editor, the Omen staff, or anyone, anywhere, living or dead.)

The Omen staff consists of whoever shows up for Omen layout, which usually takes place on alternate Friday nights in the basement of Merrill in the company of a computer with an extremely inadequate monitor. You should come. We don't bite. You can find the Omen every other Monday in Saga, the post office, online at <http://expelallo.men>, and just about any other place we can find to put it.

Find all issues here!

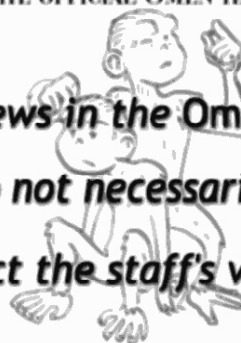


THE OFFICIAL OMEN HAIKU:

Views in the Omen (5)

Do not necessarily (7)

Reflect the staff's views (5)



EDITORIAL

SANS AND TSUYUKI'S ~ WILD'N'WACKY ~ WEDNESDAY

by Leo Zhang and Jay Poggi



hey kids.



welcome to another issue of the
omen.



WHERE THE HELL ON GOD'S GREEN
EARTH AM I



i'm sans. sans the skeleton.



and this is my co-host, tsuyuki
asano.



How DO YOU KN—



...OH, ARE YOU A FAN?



i'm not a fan.



i'm a skeleton.



but it looks like you have lots of
fans in the audience tonight.



oh, here's one with a question now.



"what's your response to claims
that ed wingenbach has wasted
tens of dollars by disposing of his
school-owned toenail clippings?"



AHA, I SEE SOMEONE HAS BEEN STAYING UP TO DATE WITH RELEVANT CAMPUS HAPPENINGS. I THINK PRESIDENT WINGYBOX SHOULD BE ASHAMED OF THE AMOUNT OF SCHOOL RESOURCES HE HAS ALLOWED TO BE WASTED BY INDULGING IN HIS RECKLESS DISREGARD FOR SUSTAINABILITY. I CAN ONLY HOPE HE WILL CONTINUE TO GROW AND IMPROVE AS HE LEARNS FROM THIS EXPERIENCE. FOR MORE INFORMATION ON THIS SCANDAL, DEAR READER, I ENCOURAGE YOU TO READ THE EXCELLENT REPORT WRITTEN BY JOURNALIST ISAIAH WOODS IN THE OMEN VOLUME 55 ISSUE 4.



...



wow, nice work kid.



you catch on fast.



'COURSE I DO, BIG GUY.



big gu—?



NOW! I ALSO HAVE SOME QUESTIONS FOR YOU, SANS-KUN—



akjhskajs—



PLEASE LET ME FINISH, SANS-KUN. LIGHTNING ROUND! THE QUESTIONS ARE AS FOLLOWS:

BEST SAGA MEAL?

WHAT'S YOUR DIV III?

BEST HALL IN DAKIN?

BEST PLACES TO TRANSFER?

BEST ROCK?

BEST SPOT TO BONE?



hot dogs. hot dogs. no such thing. anywhere else. mine. stop.



FANTASTIC, AMAZING! YOU ANSWERED ALL THE QUESTIONS! DID YOU ANSWER THEM RIGHT? WHO'S TO SAY? BUT YOU SURE DID ANSWER THEM, AND THAT'S WHAT MATTERS. I'M SURE YOU'LL GET GREAT FEEDBACK IN YOUR MIDTERM FACULTY EVAL.



yeah



anyway



tsuyuki can i be real with you



YEAH, SHOOT.



i have no clue what i'm doing.



when leo and jay asked if we could help with the editorial



i thought they meant we'd all be working together.



but i've been here for weeks and they're nowhere to be found.



you could say it's been pretty... bonely.



HELP WHO WITH THE WHAT?



if you hadn't shown up i would've really, uh



lost my head?



is that a skeleton pun?



look at me, my joke well's gone bone dry.



Volume 56, Issue 4 · **The Omen**
I THOUGHT IT WAS A FINE PUN. YOU COULD SAY IT WAS PRETTY *HUMERUS*, EVEN.



heh. not bad, kid.



well, like it or not, seems like we're stuck here for a while.



so we might as well make the best of i—



YOU GOT ANY MARKERS?



nope. got ketchup, though.



it's nature's markers.



here. go nuts.



THANKS, MY MAN.



"c-r-i-m-e"



cool.

The Omen • Volume 56, Issue 4
THANKS. YOU KNOW THAT THING THAT
PEOPLE SAY. "BE GAY, DO CRIME."



EVERYONE IS ALWAYS *SO* MEAN TO ME.



yeah.



be sure to send all your writing,
art, and memes to omen@hampshire.edu to—



what kinda



ARE YOU IGNORING ME NOW, TOO?
THAT IS COLD, SANS. *BONE COLD.*



crime you like?



bye.



FOR LEGAL PURPOSES, I WOULD HAVE
TO SAY LOITERING.



wow



you really are bad to the **bone**.



YOU KNOW IT, BABE.



aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaand we're done here.



hope you all enjoy the issue an—



SECTION SPEAK

— JOIN US WEEKLY —

ADMIN MEETINGS

MONDAYS 12PM-1PM @ THE STUDENT CENTER

The purpose of this meeting is to bring student issues to administration and to provide a space to get answers for questions.

OPEN FORUM

EVERY FRIDAY 1PM-3PM @ THE STUDENT CENTER

The purpose of this forum is to offer a time and space for students to talk about problems. The goal for each forum is to curate an agenda for the admin/student meetings every Monday.

HAMPSHIRE
STUDENT BODY
RESOURCE DRIVE



Re: cringe

By Annie Bartlo, 13F

The Omen transcends cringe, I think. It existed before cringe and it will outlive it, as it has many other cultural phenomenons.

The Omen is one of the few Hampshire traditions that connects generations of students. (Are you still doing Tour de Franzia? Keg Hunt? Night of 1000 Beers? Many others lost to time? Is The Reader still around?)

The Omen has outlived every other Hampshire publication because every other publication held on tightly to a desire to be polished, distinguished, exclusive. This being said by a co-editor of a long-forgotten, cringe-worthy in its own time, failed Hampshire publication. Our journal failed partially because we wanted it to be exclusive and special.

The Omen has impact. Submissions range from Hampshire student history to unexpected erotica to just some guy submitting his selfies, and anything a student or alum wants to contribute. That's special. That's something that generations have held onto because it has meaning. It connects us in a way so many others have tried and failed to do.

As someone on Reddit said, do not kill the part of you that is cringe. Kill the part of you that cringes. 🐑

A small note about HampRiseUp

By Juliana Saxe

I only have one small thing to add to the memory of HampRiseUp - one that no one else seems to be talking about. I was only part of HampRiseUp for a short period of time - and while I was there I was at the protest at the Dean of Students Office. For some context, the Dean of Students protest was primarily people of color and the protest at the President's Office was primarily white. The DoS protest had a campo officer posted outside "for our safety" while the President's Office did not have one. The only reason that I found out this was relevant was last semester (F2021) that I offhandedly asked a white DIV III how their campo officer was - they looked shocked and informed me that they didn't have one. I feel like no one else remembers this fact, and I do hope it's not forgotten in how we remember HampRiseUp. 🐑

An Assessment of “Organizing Document for a Student Government Association”

By Ida Kao

It was the night of Tuesday, March 8, 2022. The FundCom meeting for the day had just ended, and everyone was leaving the FundCom office. Juliana Saxe, the FundCom Director, noticed something that had been tacked to the corkboard on the FundCom office door and asked everyone else what it was. I wasn't even looking at the door, and since Neil Young had left a flier advertising Bonus Rectangle (I promise you that this submission is not sponsored) taped below, I told Juliana that it was probably that thing Neil had left. With that, we called it a night.

It took me going to the Airport Lounge the next morning to realize that there was something else. I sent an apology text to my fellow officers for not bothering to double check what Juliana had mentioned last night. After an interview for my Division III, I grabbed the document, skimmed it as quickly as I could, and ran over to where President Ed Wingenbach was having his office hours. Juliana was already there. As it turned out, Ed had never seen it before.

After that, the document was carried over to Merrill Student Life. The two staff members tasked with advising student government, Dean of Students Zauyah Waite and Director of Student Affairs Carolyn Strycharz, were out sick and having a vacation day, respectively. We made photocopies for both of them and put them in their mailboxes. In the days after, I had conversations with voting members of FundCom, the aforementioned staff members, other staff members I have not named, and many confused students who entered in Fall 2021. To the best of my knowledge, the only copy was given to FundCom, and every subsequent copy circulated originally came from us.

Editors' Note: Below is the document in question. Ida's analysis begins on p.13.

Organizing Document for a Student Government Association

Authored by: Members of the Class of 21F

1. Purpose and Mission of this Organizing Document

1.1. In alignment with Student Life's mission to provide care and support to improve holistic well-being, as well as the requirements established by the New England Commission of Higher Education's (NECHE) Standards for Accreditation, the student body recognizes the necessity for a student-designed organization to define and communicate our needs to the College administration. Although generally we, the students of Hampshire College, would prefer to avoid traditional conceptions of student government modeled after the nation-state, we recognize that it is in our best interest to call this process by which we come together to formally define and communicate our needs a “student government association”(SGA) so that its validity will be clearly recognized by the NECHE.

1.2. This document outlines an appropriate process by which the best interests of the College, student organizations, and the student body at large can be served in a way that improves communication and encourages student engagement across campus. In opposition to ideas of government centered around a hierarchy of authority, we instead seek to outline a general set of mutual obligations between different parties built upon vested interest in the existence of a functional and perpetual student government at Hampshire College. Ideally what follows should be regarded as the outline of a dynamic process for communication and community empowerment; one capable of evolving to meet the needs of Hampshire regardless of changes within the student body or the administration.

2. Requests of the College

2.1. The College should facilitate a one-time vote from the student body to either ratify or reject this organizing document.

2.1.1. The vote should occur only after a public comment and review period for this document of at least seven days.

2.1.2. Ratification of this document should require a simple majority approval with votes cast by at least 25% of the student body.

2.2. As required by the NECHE, Hampshire College seeks to support opportunities for student leadership and participation in campus organizations and governance. Within the bounds of this requirement it would seem appropriate that the student government should function not as a normal student organization, but as a separate process funded by the College and built into an already existing structure.

2.3. To ensure the existence of a student government in the interest of maintaining our accreditation, the College should annually select an individual (ideally a student) to facilitate the formation and function of the SGA. The selected individual should be someone willing to take on the responsibilities of the Government Facilitator as outlined in section 6 of this document.

2.4. The College should provide five thousand dollars per semester (independent from the Student Accounts Fund [sic]), as deemed appropriate by recent precedent, to provide funding for necessary materials, events, and leadership training opportunities.

2.4.1. The Student Government Association Fund(SGAF) shall be maintained and controlled by the College, but with attention to input from the SGA.

2.4.2. In order to prevent financial incentives from affecting the system, no member of the SGA should ever be paid from the SGAF unless it is for a valid reimbursement backed by a simple majority SGA vote. Service provided by Student Representatives to the student body should be regarded only as charitable volunteer work done for personal and public benefit.

2.5. The College should, through the Government Facilitator, request input from the student body on issues it deems relevant.

2.6. The College should assist in leadership skills development on campus via the SGA and funded by the SGAF, as it deems appropriate.

3. Requests of the Student Body

3.1. The student body should, annually and as needed by snap election, vote to elect three individuals to represent their voice within the SGA. The individuals elected should be willing to take on the responsibilities of a Student Representative as outlined in section 7 of this document.

3.2. The student body should submit concerns and ideas to the SGA via the Student Representatives, as well as provide input on issues as requested by their Student Representatives.

4. Requests of the Student Clubs and Organizations

4.1. Student organizations should, by whatever means they define best, select or elect three individuals to represent their voices in the SGA. The individuals chosen should be willing to take on the responsibilities of a Club Representative as outlined in section 8 of this document.

4.2. Student organizations should submit their ideas and concerns to the SGA via Club Representatives, and members should provide input to Club Representatives in whatever ways the organization sees fit.

5. Requests of the Student Government Association

- 5.1. The SGA should serve as a primary method of communication between the student body, it's [sic] organizations, and the College.
- 5.2. In the interest of avoiding conflicts of interest within the SGA, no member should be allowed to hold more than one type of SGA position at once.
 - 5.2.1. The Government Facilitator should not serve as a representative for students or student organizations.
 - 5.2.2. Student Representatives should not also serve as Club Representatives.
 - 5.2.3. Club Representatives should only serve as representatives for up to two student organizations at once.
- 5.3. The SGA should conduct meetings open to the entire College community at least twice per month during active school sessions.
 - 5.3.1. Meetings should require the presence of all responsible Student Representatives, and Club Representatives from at least 5 different student organizations before any votes may be held.
 - 5.3.2. Meetings should take place, online or in person, at times and locations deemed appropriate by the Government Facilitator with regard shown for input from the SGA.
 - 5.3.3. Meetings should last for one hour, unless otherwise shortened or extended as necessary by a simple majority vote of the SGA.
 - 5.3.4. Meetings should primarily center around an agenda that is created and circulated well in advance. The agenda should feature all issues and ideas requested by the College, students, or student organizations via the process outlined in this organizing document.
 - 5.3.5. Meetings should be run as deemed appropriate by the Government Facilitator with regard shown for input from the SGA.
- 5.4. The SGA should conduct votes during meetings for various purposes as outlined in the following subsections (and elsewhere throughout this document).
 - 5.4.1. The voting power should be structured so that the Government Facilitator cannot vote, each Student Representative has one vote, and each student organization has one vote cast by its Club Representatives however they see fit.
 - 5.4.2. The SGA should conduct votes only during open meetings, and by a public ballot to ensure full transparency.
 - 5.4.3. In the event of a tie vote, all three Student Representatives should vote to break the tie.
 - 5.4.4. The SGA should conduct a simple majority vote to lodge a formal complaint about any issue to the College.
 - 5.4.5. The SGA should conduct a simple majority vote to formally promote any idea to the College.
 - 5.4.6. In the case of a Government Facilitator failing to meet their responsibilities as outlined in this document, the SGA should organize a meeting and conduct a vote to remove them. The vote should require a two-thirds majority to pass, and include votes from at least 25% of all Club Representatives. The same body will immediately vote to elect a current Student Representative as the new Government Facilitator by simple majority.
 - 5.4.7. In the case of a Student Representative failing to meet their responsibilities as outlined in this document, the SGA should conduct a vote to remove them. The vote should require a two-thirds majority to pass, and include votes from at least 50% of all Student Representatives.
 - 5.4.8. In the event that any content of this organizing document needs to be altered, the SGA

should hold a simple majority vote on each change that includes votes from at least 85% of all Club Representatives.

6. Requests of the Government Facilitator

6.1. The Government Facilitator should hold an election for Student Representative positions on the first advising day of the fall semester, and other elections as needed to fill open positions.

6.1.1. Elections should require votes from at least 25% of the student body to be considered valid.

6.1.2. Students should have one vote for each open Student Representative position and be limited to one vote per candidate.

6.2. The Government Facilitator should serve as a primary point of communication between the Student Representatives, Club Representatives, and the College.

6.3. The Government Facilitator should organize, hold, attend, and conduct all SGA meetings. During meetings the should be responsible for recording (or delegating the recording of) meeting minutes, conducting votes during meetings, and acting as a mediator to ensure that established community norms are followed.

6.4. The Government Facilitator should be responsible for preparing and distributing agendas for SGA meetings.

6.5. The Government Facilitator should be prepared to represent the SGA at events as requested by the College.

7. Requests of the Student Representatives

7.1. Student Representatives should attend all SGA meetings.

7.2. Student Representatives should be prepared to serve as a Government Facilitator if selected by the SGA.

7.3. Student Representatives should receive complaints and ideas from the student body, and send them to the Government Facilitator for addition to meeting agendas.

7.4. Student Representatives should, either by polling students or via other means, thoroughly collect student opinions.

7.5. Student Representatives should vote with regard for the opinions they have collected from the student body.

7.6. Student Representatives should be prepared to represent the student body and the SGA at events as requested by the College.

8. Requests of the Club Representatives

8.1. Club Representatives should maintain their responsibilities and positions within their respective student organizations.

8.2. Club Representatives should send at least one representative to SGA meetings whenever possible.

8.3. Club Representatives should vote within the interests of their student organizations.

An Assessment of “Organizing Doc. for Student Gov.,” cont. from p.9

The consensus? This document *exists*, and that counts for something. Aside from the Hampshire College Student Government (HCSG) Charter created by Dean Waite, there is no other document that has been produced by any person, group of people, organization, or other entity on how a student government at Hampshire should operate since the election in Spring 2021. The HCSG Charter seems universally disliked, and has never been adhered to by the Hampshire College Student Union (HCSU) or any other governing body on this campus.

Does merely existing seem like a low bar for a document as important as defining how student voices will be heard on this campus? Well, it is, and I’m afraid there isn’t much other praise I, or anyone else I have discussed this document with, can offer.

Some comments I’ve heard from staff and FundCom voting members include a blunt “it’s horribly written”; at one point, Juliana quipped, “like an editor would say, it has good bones,” and the response was, “well, I think even the bones need a little work.”

That’s pretty harsh, especially when an initial glance might suggest it holds up to muster. Of course, initial glances don’t decide whether a governing document is viable or not. Everyone loves to bash legalese, but being very specific in language matters; remember that company that had to pay \$5 million to its truck drivers because Maine left off an Oxford comma? Google ‘Oakhurst Dairy.’ That’s not to say that student government documents are legally binding or breaking them has the same consequences as breaking the law, but that these types of things matter for the same reason federal and state laws matter. Everyone should know what rules they are expected to abide by, and everyone should be bound to them no matter who they are, how much money they have, what positions of power they hold, etc. Thus, language that is clearly defined and written unambiguously, even if it’s unintuitive, is necessary so that everyone knows precisely what they can and cannot do. If there is no consistency in how rules apply to certain individuals, situations, etc., that opens the door to allegations of favoritism, which defeats the point of having rule of law in the first place.

This document fails to do that. The Student Accounts Fund mentioned in 2.4, for example, doesn’t exist. I can only assume that this refers to the Student Activities Fee/Fund (SAF), which the voting members and officers of FundCom, aka anyone who has gone to three meetings in a row, are tasked with allocating. One might argue that from context clues it’s pretty easy to figure out what “Student Accounts Fund” is referring to and therefore it doesn’t matter that it was written incorrectly.

A more alarming mistake is the continual usage of “simple majority.” 2.1.2 states that “Ratification of this document should require a simple majority approval.” To some, simple majority means having over 50% of votes cast in favor of ratification. For others, simple majority refers to plurality; if voting on the document has the options of voting in favor, against, or abstain, and the results indicate that students have voted for each option at around 33%, does that mean the document is ratified or rejected? Is the voting period going to be extended until 50% of all votes cast are in favor or against?

The term “simple majority” keeps cropping up, with no definition offered. In fact, its subsequent usage has another layer of ambiguity. In 2.4.2, 5.3.3, 5.4.4, 5.4.5, 5.4.6, and 5.4.8, the term is used to describe the way that the SGA should decide on matters ranging from extending meeting times all the way to lodging formal complaints. Concerningly, while it states that the SGA should be voting, it doesn’t specify who. Is it a simple majority of votes cast by all individuals and organizations eligible to vote? That would be difficult if not impossible for matters as simple as continuing a meeting. Is it merely eligible votes cast by representatives present at the meeting? Then a single poorly attended meeting, with only the bare minimum of eight eligible votes (three from the Student Representatives, and five Club Representatives), could be used to lodge a complaint that does not accurately reflect the

desires of the student body. The same can be said for the vote to remove the Government Facilitator in 5.4.6. The first sentence mandates that “the SGA should organize a meeting and conduct a vote to remove them” which suggests that the vote should be done at the meeting. But stating that “25% of Club Representatives” must vote suggests that this means all Club Representatives. How could the subsequent vote to elect a new Government Facilitator (which is supposed to happen “immediately” afterwards, suggesting that this would occur at the same meeting) take place if everyone is waiting on the votes to trickle in? If the election of the new Government Facilitator does not need to happen in the same meeting, does it happen at the earliest convenience of everyone eligible to vote?


It should be noted that all of the concerns I outlined above were merely procedural; it doesn't really matter what I personally think of them. What matters is that anyone attempting to implement this document wouldn't know which of two (or more, since there may be another interpretation I haven't thought of) methods of conducting these votes is the appropriate one. If the definition of “simple majority” keeps going back and forth in what it refers to despite the same terminology being used each time, that presents a huge problem.

I don't think I have enough time on my hands to outline all of my concerns with this document, but here are two of the most pressing.

First, that the Government Facilitator has far too much power and work, and in spite of this massive list of responsibilities, they will probably not be compensated for their work. This means that students who cannot afford to do unpaid work will be shut out of participating in student government entirely.

Second, the SGA seems to be replicating or replacing the work of FundCom and Student Engagement. This is most obvious in 2.4, which discusses the creation and usage of the Student Government Association Fund (SGAF), and while its purpose is vague, it seems remarkably similar to the SAF. Most importantly, funding is not the only component of ensuring that “materials, events, and leadership training opportunities” are provided to students; legally binding contracts, set up of equipment, creating itineraries, etc. are currently done by Student Engagement, and there is no indication of who will be doing the work of planning for events, trips, performances, etc.

While I've been pretty harsh thus far, I do want to reiterate my initial point; this is *something*. It's got problems, and I'm pretty sure it can't actually be implemented as is, but it's workable. Unfortunately, it's also not modifiable unless the authors of the document come forward. I can spend a few more pages picking apart every little detail that hasn't been thought through to the fullest extent, but there's not much of a point in doing so.

Now, we're at a crossroads. Will this be yet another stack of papers passed around campus and eventually discarded, or will this be the start of a new government? That's on the authors to decide. 

Oya-Ken: The Rise of Nintendo, and the subsequent Indie-strialization

By Helena Du Lac Stackow

Chapter 1: The Opening Phase

Japan creates video games like I create uncomfortable situations. This should come as no surprise from a historical standpoint: Japan, after World War two, had emerged as an industrial powerhouse. There are numerous factors prevalent in their economic growth, but the one that I believe is most prevalent is that Japan created a well-educated workforce.^{[1][2]} Japan already had numerous industries and large corporations, but the education of the working populace in Japan helped transition the country from producing seemingly random bullshit into producing complex machinery, such as computers.

However, there's a catch: technology doesn't make money. The only thing that makes money is random bullshit. This is because random bullshit is Hicks-neutral,^{[3][4]} meaning that technology has advanced to the point that it can generate a profit. Think of all the times you read in the news that there's some new medical miracle and then think of how many times a doctor has offered that medical miracle to you. Japan has the ability to produce computers, and there's definitely buyers for the new technology, but if they want to be an economic powerhouse, they need a reliance on the average consumer. Unfortunately, Japan's working class didn't greatly benefit from the economic miracle.^{[1][6]}

However, one of the founding fathers of video games would soon emerge onto the scene, and it's not Shigeru Miyamoto. It's a new form of mass production^[5] developed domestically, which enabled the rise of consumer goods in Japan, and not just the knick-knacks that they were producing previously. Because technology had advanced in Japan, too, things that were previously too advanced had become Hicks-neutral. Surprise! Japan suddenly is able to produce things the average consumer can buy. The average Japanese citizens now have cars and TVs.^[6]

So, what do you get when you have domestically-produced electronics that can be sold to consumers? The answer comes in the form of the home video game console: something that can work with the TVs that the average Japanese citizenry now have. This can be described as the opening phase of the video game industry, the realization that the new computers Japan has developed can be used in the home as well as the work. However, there's nobody who really specializes in making video games yet, as it's a new industry. They only developed the console, but it takes time to develop the software. What do?

Before the market crash, a lot of video game software was on Arcade machines, which weren't exactly available in the home. To really prove the video game industry has a chance, corporations had to distinguish these home consoles from the arcade. However, it's on the other side of the pacific where the story continues. You see, America also has a developing computer industry that has managed to create home consoles as well, although it only hits its stride with a company named Atari.

You see, Atari is an American company that developed an arcade game known as Pong, and they had just struck gold.^[9] Working at another tech company, a man named Jerry Lawson^[8] would develop a miracle: the Video Game Cartridge. Suddenly, the home video game consoles could play multiple games. Perhaps Lawson's console, the Channel F, would've grown to be the hottest thing since colonialism or cheese, but then there was Atari, and they would release their first home console featuring the same technology. The Atari 2600, using cartridge technology, was able to premiere featuring arcade games that everyone loved, such as the Japanese game Space Invaders. Suddenly, the arcade is in the home. *That* is how the video game industry was born.

Chapter 2: It's A-Me

I'm not going to cover the entire history of the video game industry crash of the 80s- it's perhaps one of the most instrumental moments in video game history, but it's also a really well-documented part of its history that I don't think I can do it any justice to. In any case, Atari's golden age ends with the American Video Game industry. Games were mostly what we know as "shovelware," cheap software that focused more on quantity over quality.^[7] Shovelware, while known for their immensely poor quality, was definitely important during the genesis of the industry. The reason is simple: the video game industry wasn't as big as it was now, and consoles needed to expand their library. It seemed like a win for Atari to have folks develop video games for their console, even more so if they did it in large amounts.

While the Atari 2600 had appealed to many software developers, the fact that anyone could publish a game for it proved to be its downfall. Perhaps the most infamous game of all time, E.T. the Extra-terrestrial, is the most notable example of Shovelware.^[10] Despite being from a well-reputed developer, the game had only 5 weeks to develop in time for the holiday season. Even the most expert procrastinators couldn't pull it off that fast, but Steven Spielberg and Atari had fallen in love with the programmer, Howard Scott Warshaw, and his work. Even though this game was shovelware, it was produced en masse, and guess what? It didn't sell. Shovelware was the birth and death of the home console. At least, until video game Jesus arrived.

Yes, this is the moment you've been waiting for: I talk about one of the most famous men in Japan's video game industry. That's right. Hiroshi Yamauchi, Nintendo's third president.^[11] You see, in Japan, the video game industry crash was an absolute miracle. Atari, once the most powerful competitor, had not only wiped themselves out but also provided a power vacuum with which Nintendo could fill. Nintendo, having entered the video game industry themselves and witnessing the crash in America, went "Oh dear, let's not do that." Hiroshi Yamauchi ensured that Nintendo policy meant they reviewed the games that were published on their console, ensuring that there was some level of quality before games got published on what would come to be known as the Famicom or NES. The American branch of Nintendo then pulled an absolutely genius move: they marketed that quality assurance as a virtue.^[12]

Funnily enough, I've finally reached the subject of this piece. You see, Nintendo somehow restored the video game industry in the Americas in one hand, and also reaped with the other.

Yes, Shovelware is crappy, but now the Americans didn't have their own home console that could compete with the NES. Japan had won control over the home console industry, and more importantly, Nintendo had to approve games to be released for the NES. While this in turn has the positive benefit of the video game industry setting a precedent of quality standards, Nintendo had also created a way to shut-out smaller developers. This event sets in place the corporatization of video games, and also into Nintendo's most famous rivalry.

Yup, Sega enters the picture.^[13] Though, not in the way you'd expect. Sega isn't actually a Japanese company in origin- it's originally American. However, the Japanese branch is what really shines, so the Americans aren't actually back in the home console industry yet. However, during their period of American ownership, they did produce a few consoles, which gave them the relevant experience they needed to compete with Nintendo. Nintendo, in having created quality assurance in video game development, had also opened the door to a competitor who isn't so restrictive as to what games they'll allow on their console.

Sega wasn't any master competitor. They had experience, and the Sega Genesis, or Mega Drive outside of America, had better hardware than the NES, but it's hard to describe their strategy against Nintendo as having been fully developed. Still, the Sega Genesis lived up to its name- in that it was the genesis of a competitive home console industry.^[14] It was precisely because Nintendo had instituted

measures of quality assurance that such a thing could take place- Nintendo would censor games that didn't align with their values, such as *Mortal Kombat* for the new SNES.^[15] Sega, however, did what Nintendo didn't. They allowed players the option to play *Mortal Kombat* uncensored, and in turn *Mortal Kombat* sold better on the Sega Genesis. It was Nintendo's conservatism that ultimately put them in jeopardy, and they were later forced to abandon their quality assurance policies. That said, the Nintendo Seal of Quality stuck around, being too awkward to realize that it couldn't contribute anything more.

Now, I could talk forever about the console wars, but let's go for a bit of a review. Nintendo's quality assurance practices had basically set a standard for the industry, but also gave rise to another competitor. Nintendo, having abandoned this policy, would later win the war for console domination of hardware while Sega would focus on software. However, Sega's legacy would remain, as by the time Sega falls out of favor, two new competitors had emerged: the Playstation and the Xbox, the latter of which being an American console. While the console wars would continue, the important thing to note is that during the period of Nintendo hegemony, game developers had formed larger companies, and there were developments in home computers. The video game industry now had fully-fledged companies that were focused solely on game development, and with computers being in every home, well, just about anyone could make a video game, right?

Chapter 3: Industrialization and the Independent

Okay, so computers can play games now, and there are developers and publishers who have designed games for it for a long time. EA^[16], once an associate of Sega,^[17] were now developing games for the computer. Software development had also enabled anyone to publish a game for the PC, such as Valve's open games store, Steam.^[18] Nintendo is still a major player in the market, but Sega opened the door for an alternative to home consoles to arise. But now we come to the shocking issue that this weird piece is supposed to be about:

What happened to the developers?

Shovelware is around and will probably stay around, so there's definitely no shortage of independent video game developers. However, independent games had a precedent of quality to follow now. Let's go through a summary of what the developers were doing during the Nintendo hegemony.^[19] Rare, once a collaborator of Nintendo, started off as a grassroots indie game studio in the 80s, and they're what I would consider the first of the guerrilla participants of the Video Game wars. While Nintendo was already an established company when they released the NES, Tim and Chris Stamper of Rare were just two blokes. However, that's not to say that the indie scene wouldn't be majorly important- in fact, I'd say it's the major advantage that the PC will later gain over Nintendo. At the time, all PC developers were Indie as there were no publishers. The Stammers had sold their first game through the mail for relatively cheap compared to Nintendo games. If you sent them money, they'd send you a cassette with which you could play a football manager game. They advertised through magazines, and it is the success of indie developers that soon encourages the market to sink its fangs into PC gaming.

Indie developers were rare, no pun intended, partially because Nintendo had set a precedent for games requiring a publisher. Shareware was about when indie developers really started to gain traction. Oh, I'm sorry, that's unfamiliar terminology to you? Shareware means that games were given away as a demo before additional content was purchased. This is where things remain up until 2002, when Steam is announced. Physical retail was still dominant up until Valve releases their digital store. British studio Introversion would eventually be the first to test the waters as a third-party developer on the steam store. When Steam officially releases in 2003, it was a revolution in favor of the indie guerrillas. Perhaps it's needless to say now-a-days, as Steam is perhaps the most well-known storefront for digital games, but Steam is a success, and it is utilized by both independent studios and major developers.

Then comes Phil Fish. While a figure of infamy due to... events,^{[20][21]} it should be noted that Phil Fish is by far one of the most influential indie developers of all time. Fez and Super Meat Boy establish indie gaming as a serious competitor in the market. Alongside the growth of the Indie-stry, as I prefer to call it, the corporate video game industry grows dramatically as well. Then... it comes.

Minecraft. The best-selling video game of all time was, itself, an indie game. Of course, it only got that title after being bought out, but it's important to note that where once independent games were usually shovelware, they now take up a considerable portion of the video game scene. Undertale and Five Nights at Freddy's are recent considerations for the expanding success of the indie scene.

Conclusion

I've written 4 pages, it's 5:36 AM, and I'm regretting my life decisions. That said, I hope this writing gave you some information on the inner history of the video game industry.

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submissions

By Austin Price

1) "Flinch":

You'll miss your knees when they're gone
like a misbegotten son
there's some cowardice involved
trying to avoid the loss of it all
so I live less than most,
deep in love
somewhere between envy and awe


2) "Small Dogs":

To hell with it all. It's an open-carry, high capacity,
perishing of thought.
You kids have been good, I've got a positive
disposition, and I'm wearing the sunniest
countenance I've got.
So-just this once- the heathens shall inherit the
earth.
Just this once.
Anyway, speaking of hell- I'm absolutely flush
with "thoughts and prayers", and I'm tired of my
shelter-in-place. Maybe its the décor.
I've tried sprucing it up before- admittedly, I didn't
try too hard.
Back to the point. I'm thinking of moving and
last I heard circles 1 through 4 are up and coming
neighborhoods
and last I heard
Next Monday?
The tenth circle is scheduled to open its doors.
Like I said before.
Lord knows I'm tired.
How do I know for sure?
He said he got my messages, but I didn't like his
tone, so I'm scared of what he'll say when he finally
calls.
but see?!
This is what I was talking about before.
I can't help but look at a Chihuahua in awe.
Because small dogs fear no gods.
No one at all
How do I know for sure?
It's in the way they bark.

3.) "Architecture"

What you can be
and all there ever was.
a blistering impermanence spans the gap.
a scouring of the soul roughly the same sensation
as a sunburn
Ultraviolet rays of change motivate movement in
the main atrium
from ventricle to vein to ventricle.
you've got revolution in your viscera
and an echo on the slick tiled floor below your
diaphragm
a thorax made of stained glass.
a foyer
shiplap
all your different parts that can fit in a jar when
something or someone decides that you're done.
a ceiling vaulted with ego, lined with well- used
thoughts
a fresco freshly stained in only
the way that image can change
or crumble slow, or all at once
identity bought and sold
in estate or garage

4.) "Fixed Method of Thinking"

A moment had in the toilet
self-examination facilitated by pharmaceuticals
and changes in homeostasis
heart rate, and lies that are white-passing
this little life of mine flickering wildly
the vying for attention performed expertly by prior
obligations and fourteen karat engagements
Amusement, entertainment, and comfort given
first consideration. 

Poetry Collection

By Ella Glasgow

Natural Disasters

Tw: Abuse, Stalking

What chaos disaster brings?

A hurricane rages through,
and I stare
from my wide, all-seeing eye-
 roofs torn off buildings
 so I can watch you.

Dance in the rain,
and the wind picks up.

Spinning, twisting, twirling;
 tornadoes touch down
 roots ripped from the ground

I know best
how to demolish
the foundations
of your ever-loving life;

my ever-loving presence
I feed on your
 ever-loving
 ever-giving
 ever-beating
 heart.

Beating fists against walls,
against tables,
against bodies.

My screams
quake the ground.
Set me on fucking fire!
I crave your passion;
you crave my disaster

Natural disaster, plague, war,
I watch you flinch
And I beg for more

I am the screaming terror,
your natural horror

I do not flinch in fear,
 I choose to revel in it.

Pretty Little Stupid Girl

Tw: Bullying, Abuse

How can you
do *that*.
~~to me?~~ Stuff
my face with your anger,
 with your mocking,
 with your malice.

I will
swallow it
down. I go
 running, chasing,
 spiraling-
 you insist
 “this is getting off easy.”

My laughter;
How easy
it is
to self-
destruct,
 to
 give
 it
 up.

Stupid.

Pyrrhic Victories

TW: SA/Rape allusions, abuse

A freshly cleaned bathtub,
I pour in more bleach.

A screaming child passes,
I failed three classes this week.

My locked away dress
With a broken zipper,

A circus full of jesters,
Shove me into the center.

I sold my mom's brand-new mattress
To some random guy on craigslist.
She texted me so sweetly,
Dripping honey mixed with detest.

A box of unused tissues
And a dried-up water well

Broken empty promises
And all the overdue farewells

Screaming at three AM
With my dad
In the kitchen,
And thinking,
"Nothing's changing-
yet."

Going for walks in winter
With thunderstorms overhead;

The art of new beginnings,
And all the endings I have left.
What is left I've come to treasure
All but the picture-books I detest.

**Gods I hope I'll like me better
When I leave you, and all the rest.**



A Weird Experience I had Talking About Disability on Campus

By Nicholas Utakis-Smith

Note: As with all submissions, the views and opinions expressed in this essay do not reflect the views of The Omen

Allow me to preface this by saying that if there was such a thing as an authority on disability and neurodivergence, it would not be me, at least not in the context of this campus. I'm pretty sure I have an anxiety disorder, based on the fact that in the one meeting with counseling I managed to squeeze into my schedule last semester, the amount to which I described how my various irrational phobias control my life sounded to them like an anxiety disorder. I don't have regular panic attacks though, and the only ones I have had have happened because I falsely believed I was going into an anaphylactic shock because of my allergies. Aside from said allergies, the only condition I currently have that could qualify as a disability is my asthma, and even that rarely affects me.

I say "currently" because I used to have Lazy Eye. I just looked it up, and apparently the condition is scientifically known as amblyopia. The fact that I had to look that up is probably a good indicator of how long I've gone without it affecting my life. One of the upsides of the condition is that vision therapy early in life can prevent the condition from becoming permanent. Meaning I have basically perfect vision. It took months of going into a dingy basement frequently and performing menial exercises that I should have been able to do easily but just couldn't manage on a really old computer during a period in my life where I got really easily frustrated. After all that, I earned my perfect vision. I earned depth perception. I earned the ability to stare at a computer screen for more than 30 minutes at a time without getting a headache, which obviously came in very handy in 2020 when I was doing nothing but zoom classes, was essential for doing all of the reading and writing that I needed to be doing online for my classes and for my hobbies, and helped me to maintain long-distance relationships with some of my best friends from highschool through being able to spend hours at a time on call with them playing video games, or watching a movie or tv show with them. I earned my ability to type up essays like this one. I owe my social life and college career to vision therapy, and I worked to get through that vision therapy.

I also have brachydactyly type D, which means my thumbs look a little funky. It doesn't affect my life in any way whatsoever, but it also means that Monsters vs Aliens is the piece of media that has most directly and blatantly made a joke at the expense of people that look like me, so that's cool I guess. I also just haven't done a lot of research into disability at Hampshire. The first place to start would most likely be attending a CoSAA meeting. I could make a lie of omission and say that I haven't gone to any of their meetings because they happen to be at the same time as my UMass class. That wouldn't explain why I haven't gone to any of their meetings in previous semesters, or why it was only after I decided to write this essay that I found out CoSAA met on Mondays from 5:00pm to 7:00. This is not because of anything to do with CoSAA itself, as I said I've never been to one of their meetings, and also all of the members listed on the Hampengage roster I've had nothing but positive experiences with. I just don't want to talk to Hampshire students in general about experiences of disability, at least not my own experiences.

If there was such a thing as an authority on disability, I would not be that. But there is no such


thing. The natural phrase that springs to mind for me is “either you are disabled or you aren’t” but even that feels like it erases my own experience. I no longer have Lazy Eye, but that doesn’t mean that the fact that I shad it for several years didn’t affect me. It obviously doesn’t mean that to anyone with a basic level of critical thinking skills. I’ll never be interested in sports or long movies because I couldn’t be interested in them in my formative years, and life wasn’t pleasant for those years. So either you’ve experienced disability, or you haven’t. That’s how it should be.

One thing that makes me super uncomfortable about disability discourse in general is how much of it is focused on the social aspect. Sure, some forms of neurodivergence, I’ve heard, are only a hindrance in spaces built for neurotypical people, or neurodivergent people without that specific condition. I wouldn’t know, because anxiety disorder is very often a bad thing and literally has never been a good thing for me. Nevermind physical disabilities, which at best have no effect on someone’s life whatsoever. But I hear a lot of talk about various “communities” around disabilities. It’s a social group, it’s a “culture”. I’ve certainly encountered disabled and neurodivergent people that tend to have a lot of the same ideas, but never interacted with anything that could be considered a “community”. All I’ve seen has been certain ideologies that float around. An ideology isn’t a community unless there’s mutual support, unless there’s solidarity within the shared struggle, unless there’s something that someone, anyone, could actually gain from being a part of it.

To get specific, let me talk about a time when I tried to share my perspective in a discussion on disability at this campus. It was, in fairness, the worst time to have any kind of discussion here, in a zoom class in 2020. It had already been made into an inhospitable environment to talk about disability. It was supposed to be a section where a guest speaker was talking about the beauty of sound, but one of the students decided said guest speaker should be the target of all frustrations about not getting a lesson on sound and disability.

The lesson was derailed, and in the interest of listening to students, the professors tried to appease the vocal minority and have a week dedicated to discussion on disability and sound. I thought I could make the best of it. The hostility and derailing was hidden behind the justification of wanting alternate perspectives, so I tried to offer my perspective. People had specifically made claims that to try and cure disabled people is somehow immoral. As a person who had a disability that was cured, I’ve been both with and without that disability, and I much prefer being without. Yet I was treated like an able-bodied person who was advocating eugenics against disabled people.

Mind you, this was not some general, amorphous blob of people responding like this. Several people who were in that zoom meeting or heard about it were supportive outside of the public discussion (all of them were also not neurotypical). In fact, I could name at least a few of the specific people behaving like this. I’m not going to, because that would be a bit rude, and because although it wouldn’t be libelous because it’s true, I don’t want to comb through the most unpleasant zoom call of my life to find evidence for my claims. I still actively try to avoid these people to this day, and the fact that I’ve been able to has made my life easier.

I don’t really have a point to make here aside from the fact that I had a really shitty experience with some shitty people in a shitty environment. But I’m also not ignorant of the fact that they didn’t pull those ideas about disability out of nowhere, that those ideas exist within the general discourse about disability and ableism. So that’s why I don’t want to talk about any of my experience with disability with anyone on this campus. At the same time, I do want to get it out there, so maybe this is what the Omen is for? The Omen has historically been a place for hate and controversy, so here’s where I’ll put my apparently controversial feelings about disability and the experiences that have led me to hate some of the people here in one interaction. If you’re reading this and you also believe that treatments that can allow someone to live without a disability are immoral, I probably also hate you. 

I'd steal back summer if you gave me the chance, really.

By Leo Zhang *this was written in June 2021,
so if it's shit I'm sorry

It's summertime again.

Disregarding the baking sun, I know it's summer by the way bugs bump into my bare legs before flitting away in confusion, undeterred by my giant figure clambering in their path. I know, too, by the cicadas' voices shivering from inside the hood of trees, along with the way the view in front of me shimmers with heat rising from the ground. I know because I can hear children shrieking and laughing in their backyards once again, limbs clumsily breaking the surface of pool water, dogs running around them and panting and whining and trying to find a place to jump in, too; not to mention the smell of smoke and meat drifting between houses, giving me pause as I take a moment to imagine the barbecue about to take place with a large group of people who love each other.

It looks like summer. It sounds like summer. It smells like summer. It feels like summer.

It's not really summer to me anymore, though; it's only a series of very hot months, and I never liked the heat much. It's not summer without you, because summer is about vacation and play and innocence, and that was all lost a long time ago, when I was forced to tear my eyes away from yours for the first and last time.

Of course I'm glad the kids are having fun. I'm glad people are enjoying the sunshine and taking advantage of the long days. I just can't help but feel a little bitter that my summer is gone, and I can't get it back; I want to enjoy the season too. I want to laugh and play like the others, but my memories of you make my hair stand on end and chills roll through me despite the swelter. You're not cold, really, just very gentle. You're gentle and you protect me from the rays of the sun—*protected* me, at least, when we were still one. I often wonder if you ever realized that.

I wipe sweat from my forehead and air my hair out away from my neck and, despite myself, I smile when I remember how you so innocently asked me—if my hair is so hot when it's long, why don't I just cut it? Cut it *reaaally short*, like a buzz cut! Oh, or shave it all off! And I remember the way you grinned when I screamed at you in utter indignation that you would even think of suggesting such a thing, and how you laughed as I chased you around, intent on spilling blood. And I remember our dumb habits—we would plead for just enough money to get an ice pop, one of those ice pops that have two sticks so you can share it with someone else, and we'd break it in half and tap the halves together as if we were clinking champagne glasses (the way our parents did) and we'd giggle even as the sugar dripped down our fingers. I would run after you with the threat of wiping my sticky hand in your hair and you'd shriek in equal parts fear and joy and we'd collide and roll along the ground in a tangle of limbs and naivety, unable to stop laughing even with wood chips and blades of grass stuck to our skin.

Beautiful, wasn't it?

A firefly bumps my nose, causing me to stumble back before whipping around to try and catch another glimpse. The light has already gone, but soon I see more—more and more and more start to glow in the air around me, appearing in short bursts of light and disappearing again into the falling darkness. I remember, too, sitting on a hill and watching the fireflies together in the evening, our childish spark mellowed by the indigo sky and quieting neighborhood. *They're pretty*, you'd say. *Yeah*, I'd reply, and you'd rest your chin on your forearms and let out a soft breath and I wonder now what it was that you were thinking about so deeply.

To me, those are the flavors of summer. Isn't it obvious now why I say I will never experience summer again?

Even if, by some stroke of dumb luck, you came back—even if we did everything all over again—we've both seen too much of the world to indulge in the innocence of childhood again, haven't we? We'd use napkins to keep our fingers clean, flick the wood chips off our skin; you'd say *You cut your hair*, and I'd say, *It was too hot*, and I still wouldn't ask what it is you're thinking about as you gaze at the fireflies.

Well, I think I would know anyway. Your thoughts would probably be something like my own, something about wanting to enjoy this moment as much as possible before violently waking up to the real world again, but being too anxious about making the most of it to make the most of it.

I would put my chin on my hands instead of leaning against you, and neither of us would be able to ignore the way our shadows stretch so long under the streetlights now. And I would say again, *It's way too hot*, and you would tell me, *Well, it is summer*. And we would both know that you just lied to me for the first time, and like adults, we would both resign ourselves to never bringing it up again.

That's right—we're adults now, and now we know too much, care too much, think too much. Now my nights are uninterrupted by dreams, and you go to work in the mornings, and we don't hold hands crossing the street—because now we're adults, which means people make things of us that don't exist and ignore the things that do, and now that we're adults we're far too tired to fight back. I think it's tragic in the most mundane way possible, so tragic and so mundane that it's really rather boring.

Humming a familiar tune, I buy myself an ice pop, tipping my head side to side with the melody and hoping you can hear it, wherever you are. Because sometimes, if I get too lost in thought, I end up feeling like you're still with me. I end up still feeling your gentle touch and soft hair and deep eyes ghosting along my arms, hiding in the mottled shadows of tree canopies, floating along with the clouds high up in the sky. I wonder if I would still be able to find all the moles on your skin with my eyes closed.

As I settle down in the grass I break the ice pop in two, habitually tapping the two halves together. One half starts to melt onto my hand while I let the sugar of the other melt on my tongue. Don't get it wrong: this isn't summer. This is a poor emulation of what summer tended to be, back when I truly didn't care, instead of now, where I don't care just because I can't.

Ants start crawling all over the bare popsicle stick on the ground as I start on the other half, the artificial color staining my clothes. I let out a breath since you're not here to do it yourself, staring at the sunset. It's a really nice view. If you were here, you'd probably say something like, *I wish I could look at this forever*, and I would gaze at you for a few seconds and agree. And you'd meet my eyes and you'd know, and I'd know that you know, and we'd both laugh in the quiet way adults do when they don't want to address something that needs to be addressed.

I lay back and stare up at the emerging stars, the grass pricking at my legs, afternoon sweat cooling in the soft nighttime. Yeah, you'd really like this view, for sure. It really is a shame you're not here to share my ice pop and sigh in the thoughtful way you always did. It really isn't summer without you.

Well, it's fine. I expect the feelings will pass by September, anyway. Summer dies in September, after all—isn't that right?

Tell me.

MCCPCP 

Sun Wukong

By Juliana Saxe

2.1 Birth and early life

2.2 Havoc in Heaven

2.3 Imprisonment



Submitted by Tyler Clupny

SECTION LIES

The Greater Horned Shoe Stealer

Aka Gerald

The Greater Horned Shoe Stealer is rare rodent like creature native to Armenia. Is is roughly thre feet tall when fully grown and vary in color to match its environment. The only Greater Horned Shoe Stealer known to currently be alive in North America has been affectionately named "Gerald" by local cryptozoologists. Geral is said to reside on the ground of an undisclosed college in Western Massachusetts. Students and faculty have reported sightings of Gerald, though only spotting him in the shadows or out of the corner of their eye.

Gerald is suspected to have taken up residence here due to it being a prime location to steal the shoes of unsuspecting students.

As the name implies, these creatures have only one known motivation which oddly is the desire to steal shoes.

Gerald is known to untie the shoes of students while in class,; and if the student does not notice, the shoe may disappear, never to be seen again.

Aside from shoe thievery, Gerald is also known to possess excellent camouflage skills, or possibly invisibility. Due to recent discoveries, it is believed that Gerald may also have some effects on the minds of his victims, as students often report a strong urge to take off their shoes or to take the shoes of their fellow peers.

It is not yet known what other abilities Gerald may posses or if he is dangerous in any way.

If you or someone you know see Gerald or one of his kind, please contact us at

888findgerald@gmail.com.



* This is an artist's rendition of what Gerald might look like.



fandom wiki articles out of context

By Nicholas Utakis-Smith


This is a compilation of various fandom wiki articles that I think are fairly strange for various reasons.

Sex

Sex was a method of biological reproduction for many species.

Trivia

- The music that plays when battling Leon in the Battle Tower interpolates a passage from composer Toby Fox's 2010 song "A Baby Legend - The Baby is 2".^[1]

**Sex** – also known as **shagging**, (AUDIO: *The Iris Wildthyme Appreciation Society*, PROSE: *Happy Endings*) **hooking up**, (PROSE: *Rory's Stag*) and **how's-your-father** (AUDIO: *Visiting Hours*, *Serenity*, *A Photograph to Remember*) – was an action performed by two or more people.

Foreplay was an activity that sometimes was a precursor to sex. (AUDIO: *The Iris Wildthyme Appreciation Society*)

Coffee

Coffee is a brewed beverage served throughout the [Wheel](#). On [Earth](#), a person who prepares coffee is known as a *barista*, of which [Allison](#) is known to be one.

Other Characters:

- [Yoda](#) (**Mentioned**) (**Topical reference**)
- [God](#) (Yahweh / Allah) (**Mentioned**)

Weaknesses

- **AIDS**: Having contracted HIV,

"A jizz band without a Bith has its work cut out for them. A jizz band without a kloo horn should find a new gig."
—a popular saying among aficionados^[src]

Jizz was an upbeat, swinging genre of [music](#), most notably performed by [Figrin D'an and the Modal Nodes](#) and the [Max Rebo Band](#). Other notable jizz bands included [Bobolo Baker's All-Bith Band](#), [Evar Orbus and His Galactic Jizz-Wailers](#), [Hutt](#), [Figrin D'an II and the New Modal Nodes](#), and [The Sozzenels](#).

Quirk

Control Horn: Cow Cowboy's Quirk grants him the ability to mind control cows. Cow Cowboy takes the appearance of a very short man with small, dark eyes that are usually hidden by the glare of his glasses, and notably thick eyebrows.

He dons a large cowboy hat with a cow-themed pattern, his horns protruding from each side, and he wears a tuxedo shirt with a plain overcoat. He also wears what appears to be a pendant of some sort, and baggy pants and boots, also sporting a pair of round glasses on his face.



APPEARANCE

When it is dormant, Ozon Baby appears as a near-exact replica of the [LEGO Architecture White House 21006](#).

Child soldier

Child soldiers, sometimes referred to as **little soldiers**, are children who are either raised as soldiers or forced to fight in the battlefield. They are usually younger than 16.



Personality

The sheriff is lazy, slow and somewhat corrupt. He refuses to pick up cases that would ruin something even if it's a matter of property damage or human lives. The sheriff always had a crossword puzzle with him that he could never even start, and was also shown to enjoy cartoons. Once he was hit by the evolution ray however, he became more serious and incredibly intelligent, as he quickly turned off his cartoons and instead did his crossword, very easily.

Cream Starter manifests as a spray can that can emit and manipulate the flesh of enemies or Hot Pants' own.

DINOSAUR INFECTION

Scary Monsters' main ability is to infect other living beings with a virus which transforms them into dinosaurs,^[3] but also allows the user to control them.^[1]

Once an individual comes into physical contact with an origami model, Paper Moon King is able to distort, or even manipulate the individuals' sensory abilities to perceive reality.^[2]

the actor in question. Modern variations of the joke often use the name Pagliacci after it appeared in the visual novel series *Watchmen*, a reference to the Italian opera *Pagliacci*. Historical versions refer



Section Hate

A Lovely Meme

By Ida Kao

Who wore it better?



IDA'S BEAST

By Ida Kao

Suspicious Raccoon on C [REDACTED]
Drive

nextdoor



Suspicious Raccoon on C [REDACTED] Drive 1403
C [REDACTED] - I was at this address when an
aggressive raccoon started coming toward me,
crying and snarling. I live next door and it... [See
more](#)



 1400-1410 C [REDACTED] Drive, B [REDACTED]

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